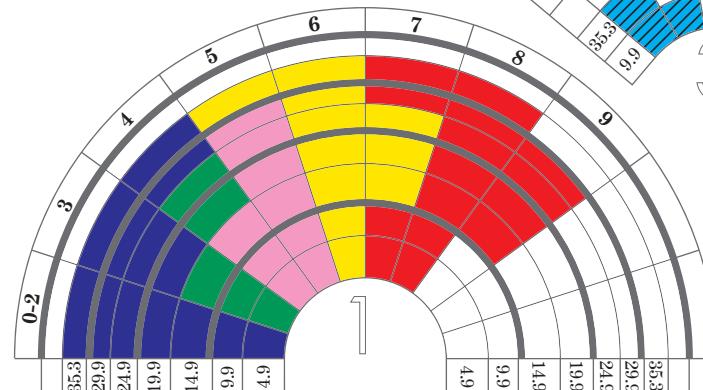


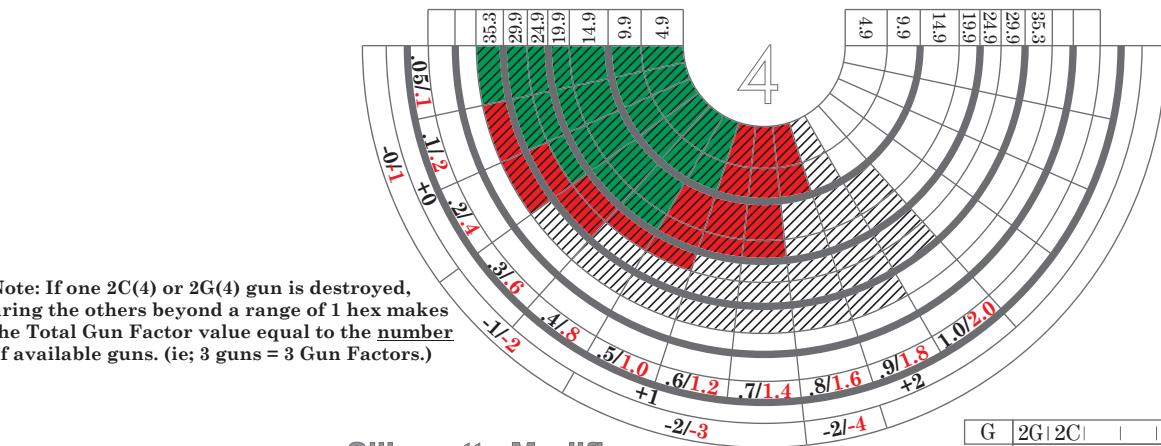
N1K1-J

Kawanishi N1K1-J "George". Day Fighter.
P.V.: 21. Engine Type: R. Producer: Imperial Japan.
Introduced in early '44. 1007 built, 824 during 1944.
Note: 1 Turn Maneuver Requirement allows 4 Turns

Stall Speed		per Game-Turn. Note: (x)
Maneuver Sp.		Maneuver Requirement values apply to Bank/H-Roll only.
Level Speed		
Dive Speed		



Speed Increments

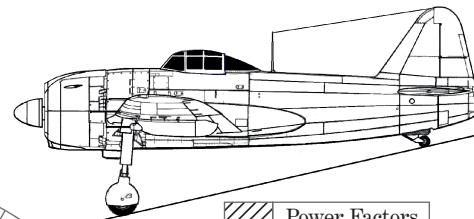


Silhouette Modifier

Silhouette +2

Note: If one 2C(4) or 2G(4) gun is destroyed, firing the others beyond a range of 1 hex makes the Total Gun Factor value equal to the number of available guns. (ie; 3 guns = 3 Gun Factors.)

Speed Change



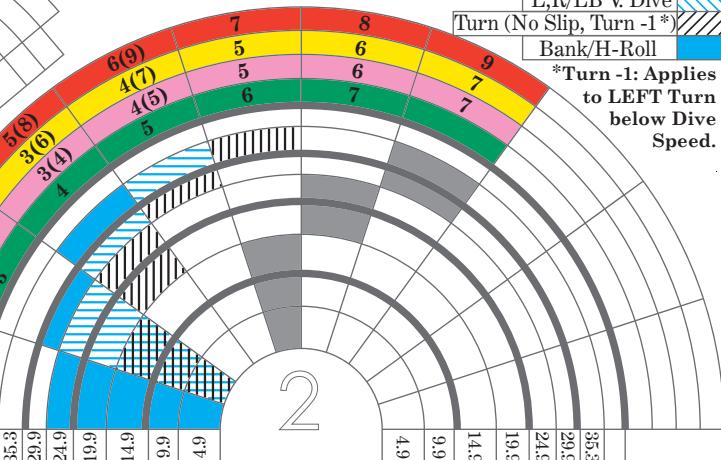
Power Factors
Brake Factors

H-Loop: +.4 to Maneuver/PINK Sp. black Max. Dive value, Level Sp.: +1.0. Both +.2 per 5.0. (No Dive Sp. values.)
*Diving H-Loop not allowed from a Current Sp. above Level Sp..

Half Loop*	-4
L,R/LB V. Dive	1hx
Turn (No Slip, Turn -1*)	-S
Bank/H-Roll	+0

*Turn -1: Applies to LEFT Turn below Dive Speed.

Inverted



Altitude Change Maneuverability Requirements

Dive Acceler.	+1
Climb Deceler.	-1
Max. Dive	
Dive Sp. Climb	
Max. Climb	

Target Characteristics

W	4	Cn	4	Mg	8
F	6	L	3	G:3	
C	3	C	-		
E	3	E	-	E	-
G	2G 2C 1M	1M 2C 2G			
	(3) (3) (4)	(4) (3) (3)			
Variants	FF FF	FF FF			

300 built.

G	2G 2C			2C 2G
	(4) (4)			(4) (4)
	FF	FF		

G	2G 2C			2C 2G
	(4) (4)			(4) (4)
	FF	FF		

N1K1-JA. 500 built.
N1K1-JB. 200 built.
Cn: 8. G: 10. Add +1 to PINK Maneuver Sp. Bank/H-Roll.

Special Note: For all 2C or 2G gunfire: No Speed/Hit Table hit reduction for "W" hits during any maneuver or at any speed.